

# George Castle • Game Designer

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## Professional Experience



### Game Designer at [Ramen VR](#), San Francisco, CA

2022-present

*Virtual reality cross-platform game development startup with 25 employees and \$30 million in funding.*

- Sole AI Designer driving the design and implementation of a new World Boss with 5 special abilities. Utilizing a custom visual scripting language to deliver advanced functionality, including a dynamic platform-jumping mechanic.
- Sole AI Designer for expanding above World Boss into a Raid Boss variation, introducing 3 new abilities and incorporating a unique grappling locomotion system through visual scripting.
- Designed and implemented 26 main story quests, 14 side quests, 13 daily quests, and 16 world events across 1.3.0 and 1.3.1 patches for *Zenith: The Last City* using the Unity Game Engine
- Lead Quest, World Activity, and Encounter Designer on the *Skyward Summit* expansion
- Economy and Progression Designer for creature collection minigame in *Legends Untold* update
- Economy and Progression Designer for *Winter Festival* event in 1.2.1 update



### Associate Game Designer at [Niantic Inc.](#), Los Angeles, CA

2021-2022

*Augmented reality mobile games studio that developed Ingress and Pokemon Go.*

- Designed and implemented combat abilities for ~20 distinct characters in canceled mobile geolocation action RPG *Marvel: World of Heroes* using the Unity Game Engine
- Coordinated with VFX and animation teams to ensure alignment with design's vision
- Wrote and maintained combat system documentation in Confluence



### Software Engineering Fellow at [XRI](#), Ann Arbor, MI

2020-2022

*Extended reality initiative at the University of Michigan that educates and funds student AR/VR projects.*

- Designed and implemented VR experiences created for events hosted by the University of Michigan using the Unreal Engine, including a VR recreation of a segment of campus known as "The Diag"



### Software Engineering Intern at [SpellBound AR](#), Ann Arbor, MI

2020

*Augmented reality mobile games and tools studio that promotes patient care.*

- Designed and implemented AR creature capture and fishing mini games for pediatric mobile tool *ARISE* using C# and the Vuforia package in the Unity Game Engine

## Personal Projects

### Bloom: Roots of Renewal

2020, 2021

*Retro FPS created by a team of 31 developers in the University of Michigan's WolverineSoft Studio, released on [Steam](#) and [itch.io](#)*

- Designed and implemented a scalable base systems 3D FPS prototype for the game in Unity C#
- Fully designed 1 of 3 levels, and led design of events, encounters, and flow in all 3 levels, aligning geometry with design's vision
- Designed and implemented a seek-and-retreat enemy AI to foster explorative and tense gameplay

### Caduceus

2021

*Roguelite FPS created by a team of 34 developers in the University of Michigan's WolverineSoft Studio, released on [itch.io](#)*

- Designed and implemented a room-based 3D procedural level generator with adjustable room shape and verticality in Unity C#
- Led the integration of 3D animation systems in-game events with AI state machines and premade 3D assets

## Education



University of Michigan, Ann Arbor, MI

B.A. - Art & Design

2017-2021